This notebook chronicles
my quest to save the Last Dragon.
The journey was dangerous and long, yet I met
many good people, and the memories will linger.
I love Simbala as if it were my home.
Yet evil persists there. I fear that
someday I will have to leave Fandora
and journey there once again.
Perhaps this notebook
will be of value then.

Amsel

Notes on the Journey to Simbala

To commence DRAGONWORLD
See insert for loading instructions.

Learning of New Features

Before anything else, enter NEWDATA. This will allow one to see descriptions of any features in DRAGONWORLD which were changed after this notebook was written.

Selecting the Means of Following the Quest

1. Enter KEYBOARD in order to use the keyboard. If a joystick is also available, enter JOYSTICK. No selection will cause the program to select the keyboard automatically.

   At any point in the game, enter KEYBOARD or JOYSTICK to change from one means to the other.

2. Choose whether or not graphic images of the quest are desired. If no selection is made, pictures will be provided automatically. Enter PICTURESOFF if only text is desired, or PICTURESON if pictures should appear along with the text.

   This feature may be changed at any time during the quest.

*B*efore you Begin the Quest

It is now time to begin DRAGONWORLD. Consult the following pages on "The Language of Simbala." Also, four special commands are important as you embark on your journey.

The first command: CREATE

Use the CREATE command to create a Save Disk. If danger appears imminent, the Save Disk will let you "restore" to that point in your quest if you have previously saved it onto the Save Disk (see "Save").

To create your Save Disk:

1. Enter CREATE and press RETURN. Follow all instructions on the screen.

   Beware: The program will erase any contents of a disk being formatted as a Save Disk.

2. When the disk drive light goes off, the Save Disk should be removed, and the game disk re-inserted. The mission can continue.

The second command: SAVE

Use this command to save points in the quest to which there may be a need to return.

1. Enter SAVE and press Return. Follow instructions on the screen.

2. Select the number of the next available position, or rename a position that was used earlier. Name the present point in the quest (up to ten characters). Then remove the Save Disk, re-insert the game disk and resume the quest.

The third command: RESTORE

Use this command to return to a point in the quest previously saved.

First, when an unfinished quest is to be resumed:

1. Load the program as usual and enter RESTORE. Follow the instructions on the screen.
2. Select a quest point from the list. The program will move to that point, and the quest may be resumed from there.

Second, in the event of a fatal accident:

1. The computer will ask: DO YOU WANT TO PLAY AGAIN? Y or N?
2. Press Y, which will automatically restart the game.
3. Enter RESTORE and follow the same directions as above.

The fourth command: RESTART

Enter RESTART at any time to return to the beginning of the game.

The Language of Simbala

Customs of the Language

Speech while in Simbala should consist of succinct, precise commands. A verb (FEED, SEARCH, TAKE) should always start the command; and a noun, whether a person, a place, or a thing (HAWKWIND, BAZAAR, SWORD), should follow the verb. The word THE may be used before a noun (TAKE THE SWORD).

Multiple nouns associated with the same verb should be separated from each other by means of a comma or and, such as:
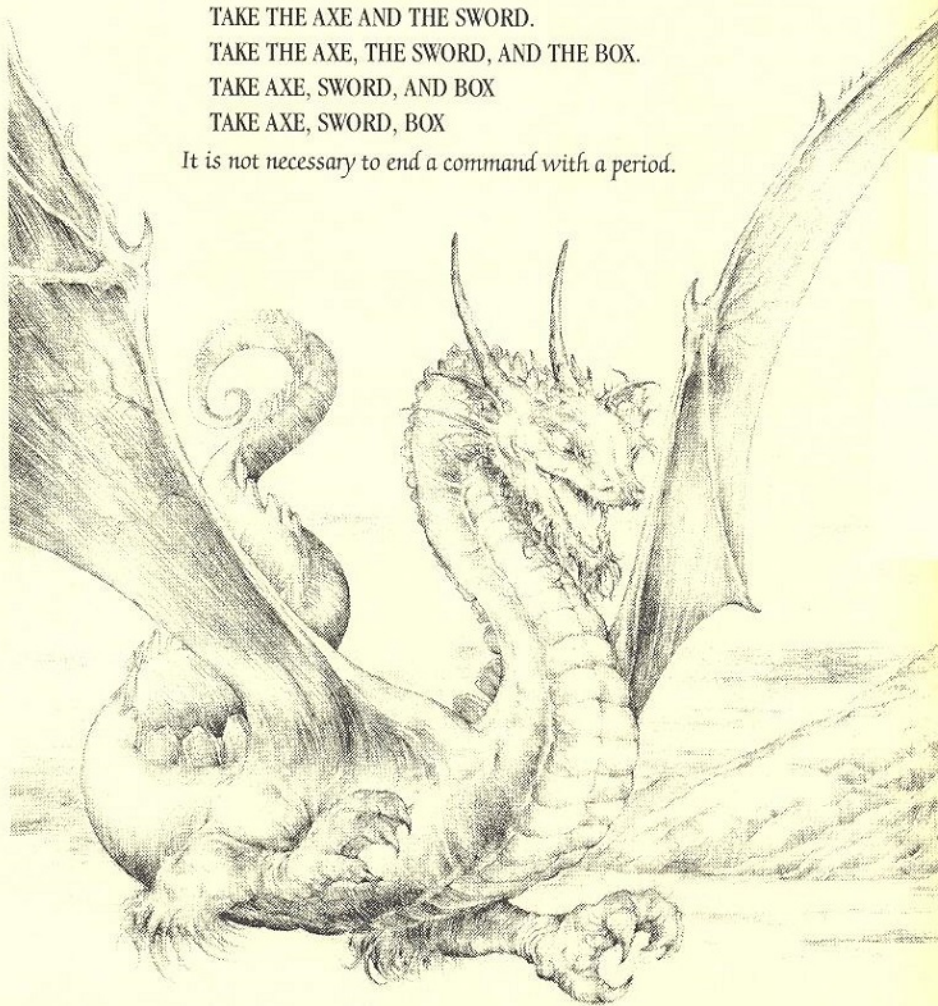
TAKE THE AXE AND THE SWORD.
TAKE THE AXE, THE SWORD, AND THE BOX.
TAKE AXE, SWORD, AND BOX
TAKE AXE, SWORD, BOX

It is not necessary to end a command with a period.

Several separate actions may be included in one command, but actions must be separated by the word THEN. For example:

TAKE THE BOOK THEN READ THE BOOK
TAKE THE BOOK THEN OPEN THE BOOK THEN READ THE BOOK
OPEN THE BOX AND THE POUCH THEN CLOSE THE DOOR

TAKE ALL will result in all articles being taken. Instructions should be specific and logical. HIT THE NAIL may elicit the response WITH WHAT? Complete the command: HIT THE NAIL WITH THE HAMMER.

Be aware that instructions for complicated tasks should be entered in a logical order. For instance, one cannot set sail in a boat without the command UNTIE ROPE. Likewise, if one enters UNTIE BOAT before ENTER BOAT, the boat will certainly drift away, leaving the traveler on the shore. Also, if it is necessary to BOARD THE RAFT, be sure to GET OFF RAFT before trying to explore new surroundings.

Commands should not be over two typed lines in length. If longer commands are needed, separate commands into logical sequence and press RETURN between them.
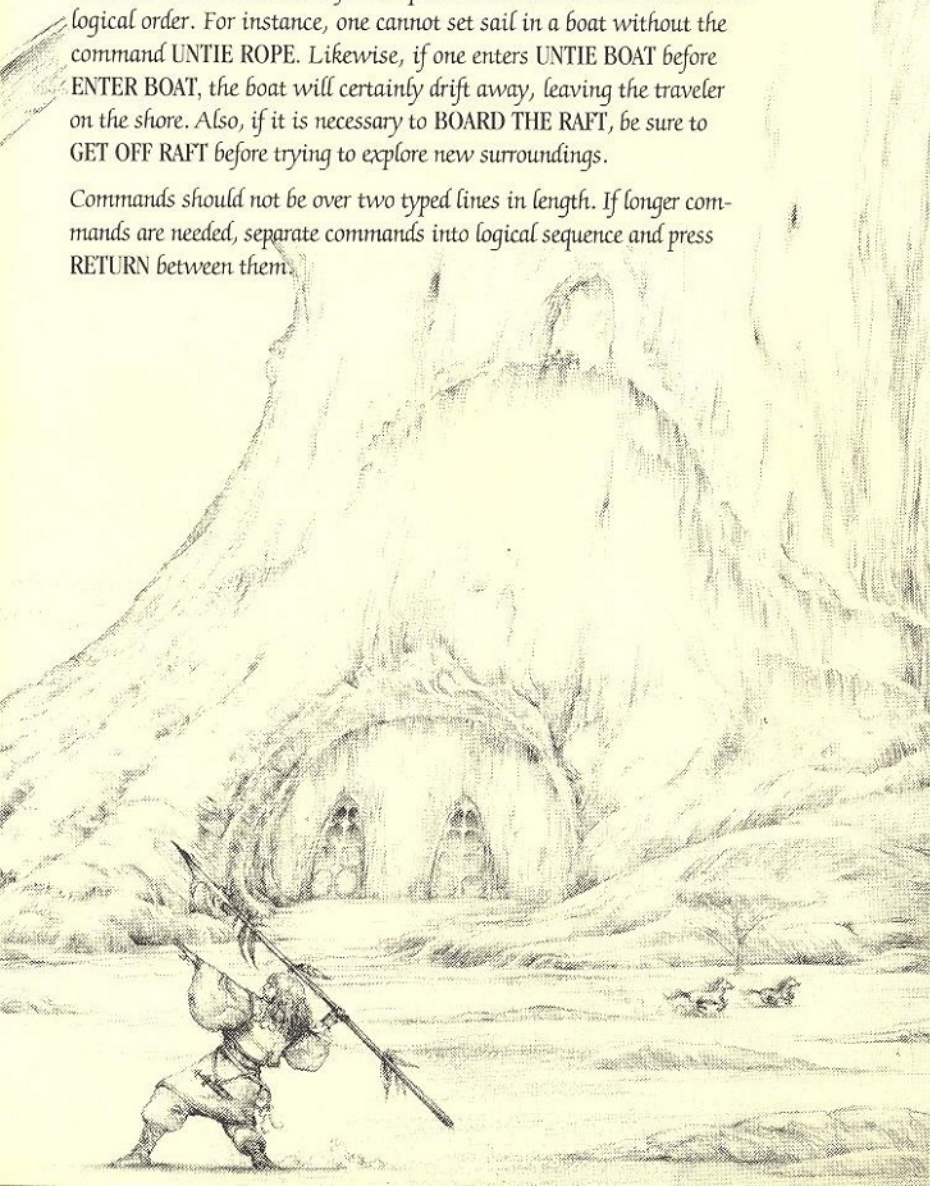
E rrant Speech

Commands that make no sense in Simbala—if they appear impossible, if they employ objects not at hand, if terms are foreign or of another land—will elicit a response advising the adventurer to think again. Upon such a response, a different phrase should be tried.

C onversing with Friends and Strangers

To speak to another person or creature in DRAGONWORLD, simply enter TALK TO ⟨name⟩ or ASK ⟨name⟩, as in

TALK TO ALYN

ASK ALYN.

If a person or creature speaks, respond to them by entering the remark as any other command would be entered: SAY NO. It is not necessary to add quotation marks ("NO").

A new acquaintance might have information that would be of value, and might ask "What do you want to know?" Answer with a statement that begins with ASK ⟨name⟩ ABOUT. Name the topic of choice.

Finally, when the help of Hawkwind is needed, enter ASK HAWKWIND or TALK TO HAWKWIND.

R eplenishing Funds

There will also appear, with the list of possessions, a tally of the money remaining to be spent. If funds are depleted, consider visiting the Gaming House in the Bazaar, where the game of Dragonstones (described in the section named ACTION) may be played for talmas, the coin of the realm. The games may be played as often and for as long as desired.

I nvestigating the Surroundings

Move about in *Simbala* by entering directions as full sentences (GO NORTH, GO DOWN), specific directions (SOUTH), or abbreviations (SW, NE, W, E, and so forth). UP and DOWN may be abbreviated U and D, respectively.

Should the surroundings need to be explored, enter SURR or LOOK (L). A description of the environment will appear. For further details about any given item, enter EXAMINE ⟨name of item⟩ or INSPECT ⟨name of item⟩.

Keep at hand the implements for map-making, in case there is risk of losing the way.

P ossessions

To obtain a complete list of possessions—money, weapons, provisions—enter INVENTORY (I). Study the list and inspect unfamiliar possessions closely. For a description of any chosen item, enter INSPECT ⟨item⟩ or EXAMINE ⟨item⟩ as above.

T he Dragonpearl and Other Special Powers

Five times in the course of a quest—and only five times—the Dragonpearl may be invoked. This Dragonpearl is a magnificent opalescent stone which contains the memories and perceptions of the Last Dragon and those that came before him. The holder of the Dragonpearl possesses great power. Use this power wisely. Enter DP when the aid of the Dragonpearl is sought. The quest will be resumed in a different, safer place.

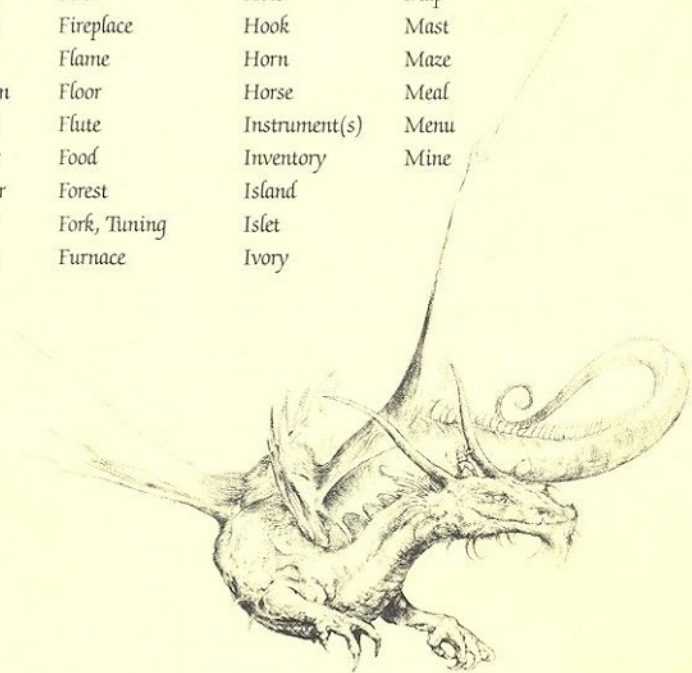Also, seek Hawkwind at his home early in the quest; his counsel will be invaluable.

Wordlist

VERBS

Add
Agree
Aid
Answer
Apply
Argue
Ascend
Ask
Assure
Attack
Bash
Be
Bend
Bide
Bite
Blow
Board
Borrow
Break
Breath
Breathe
Bribe
Build
Burn
Buy
Call
Calm
Carry
Catch
Chase
Choose
Chop
Claw
Climb
Close

Collect
Comfort
Console
Construct
Consult
Continue
Cook
Count
Crawl
Cut
Decipher
Descend
Destroy
Dig
Disembark
Dismount
Dive
Don
Drag
Drink
Drop
Eat
Embrace
Empty
Enter
Escape
Examine, Ex
Exit
Explore
Extinguish
Fandora
Fasten
Fear
Feed
Fight
Fill
Fish
Fit

Fix
Flag
Flame
Flee
Fly
Fold
Follow
Free
Gather
Get
Give
Go
Greet
Guard
Hack
Hang
Help
Hit
Hoist
Hold
Hook
Hug
Hurt
Hurtle
Ignite
Insert
Inspect
Inventory, Inv, I
Invoke
Join
Jump
Kallus
Kill
Kiss
Knock
Land
Lash
Lasso

Laugh
Launch
Leap
Leave
Lift
Light
Like
Loan
Look (L)
Love
Lower
Make
Mount
Move
Offer
Open
Order
Paddle
Pass
Pay
Pick
Place
Play
Pour
Prepare
Present
Pry
Pull
Purchase
Push
Put
Raise
Read
Reassure
Refuse
Release
Remove
Repair

Repay
Rescue
Return
Reverse
Ride
Ring
Rope
Row
Rub
Sail
Say
Scramble
See
Send
Set
Shatter
Shout
Show
Signal
Sing
Sit
Slide
Smash
Sneeze
Sound
Soothe
Speak
Spread
Sprinkle
Stab
Stand
Start
Steal
Stir
Strike
Surr
Swim

Swing
Take
Talk
Taste
Tell
Thank
Throw
Threaten
Tie
Topple
Toss
Touch
Try
Turn
Unfasten
Unfold
Unfurl
Unhook
Unlock
Unmoor
Untie
Use
Wait
Wake
Walk
Want
Wave
Wear
Wet
Wish
Yell

NOUNS

Alchemist
Alembic
Alyn
Amber
Arm
Armor
Armorer
Arrows
Art
Artist
Artwork
Ashes
Assassin(s)('s)
Axe
Back
Bar(s)
Bartender
Beach
Bear
Beggar
Bell(s)
Belongings
Bench
Blackstar
Board
Boat
Book(s)
Boulder
Box(es)
Branch
Brazier
Break
Breaths
Bribe
Bricks
Brush

Bush(es)
Cage
Cape
Castle
Cauldron
Cenotaph
Chain
Chamber
Chest
Chute
City
Cloak(s)
Coldrake
Conch
Cover
Cowl(s)
Crack
Craft
Crypt
Crystal
Cupola
Cure
Cushion
Dagger
Danger
Dazikar
Dealer
Depths

Diamond
Dinghy
Doctor
Door
Doorway
Dragon
Dragonbane
Dragonmount
Dragonpearl, DP
Dragonscale
Dragonsea
Dragonstones
Drinks
Duke
Elixir
Encyclopedia
Ephrion
Fingers
Fire
Fireplace
Flame
Floor
Flute
Food
Forest
Fork, Tuning
Furnace

Gag
Garrison
Garrote
Gates
Gems
Girl
Glass
Graffiti
Groom
Grunting
Guard
Hammer
Hand
Hawk
Hawkwind
Hello
Help
Her
Him
Hole
Hook
Horn
Horse
Instrument(s)
Inventory
Island
Islet
Ivory

Jade
Jewel(s)
Jocana
Kandesh
Key
Kiln
Knocker
Kuln
Ladder
Lava
Leaves
Library
Light
Liver
Loan
Lock
Logs
Magnifier
Man (Men)
Map
Mast
Maze
Meal
Menu
Mine

Mirror(s)
Moat
Monarch
Money
Moneylender
Monkey
Monster
Mooncrystal
Mosaic
Music
Name
Noises
Oar(s)
Ocean
Ointment
Opening
Paddle
Painting
Palace

Wordlist

Passage	Sentry(ies)	Tanna	Window	Silken
Pate	Sergeant	Tasran	Windriders	Skeleton
Pattern	Shaft	Thalos	Windship	Sleeping
Payment	Shell	Thief	Wine	Sloping
People	Ship	Thieves	Wineskin	Small
Philosopher('s)	Shore	Things	Wolf('s)	Smashed
Physician	Skeleton	Throne	Woman (Women)	S&D (abbreviation
Picture	Skiff	Time	Wood	for Song & Dance)
Piece(s)	Skylight	Titanium	Xylophone	Steep
Pit	Smoke	Tooth		Then
Place	Song	Topaz		Thin
Plank	Soothsayer	Torch	**MISC.**	Together
Plaque	Sound	Tormalion		Untitled
Platform	Soup	Trap	Again	While
Pod(s)	Spikes	Trapdoor	All	Yes
Poison	Splint	Tree	Along	
Pony	Stable	Trunk	And	
Possessions	Staircase	Tune	Back	**DIRECTIONS**
Pot	Stairs	Tuning Fork	Big	
Potion	Stairway	Turret	Black	Down, d
Pouch	Stairwell	Underbrush	But	East, E
Prince	Starsword	Vados	Dead	In (side)
Quartz	Statue	Vault	Embossed	North, N
Raft	Steed	Vials	Empty	Northeast, NE
Rayan	Stone(s)	Vines	Flat	Northwest, NW
Ring	Stool	Visor	For	Out
Rock	Stuff	Volcano	Gold(en)	South, S
Room	Stump	Volume	Inside	Southeast, SE
Rope(s)	Supplies	Wagon	Large	Southwest, SW
Rowboat	Swim	Waiter	Little	Through
Saddle	Sword	Wall	Locked	Up, u
Sail(s)	Table	Warrior	Long	West, W
Salad	Tablet	Water	Magnifying	
Salve	Tailor	Waterfall	Marble	
Scale	Talma(s)	Wealdsman	No	
Sea	Tangleweed	Weeds	Off	
Seat	Tanium	Wheel	Seated	

Notes to Aid the Quest

Islet	PAUY
Windship	UCP3
Swamp	PGB
Thief	JRMURPY
Kuln	YRPJD
Atrium	DA4T4CBE
City	YRRYD
Dark Cell	4ACY
Alchemist	PCBI MRRBJPFOYAN UGPBAJ3
Tailor	2 JR4NO
Tavern	XGF 4CB3
Physician	LAF LDFOCJCAB
Armory	XNRRE O4RPE
Cenotaph	URPT
Drawbridge	ANN JR4NO
Meeting Hall	YRRYD
Lead Cell	LDCNRORLD3PO OYRB3

Strong Room	CKRPF	Rayan Clearing	4AY3P
Hedge Maze	AKRCE	Waterfall	H343NO
Mosaic	X3AP	Walls	JNCMX
Treasury	CKRPF	Lava	PCBI
Bottom of Lake	P33EO	Wheel	YGPB
Island	UNGY3	Cupola	CKRPF
Altar	OYAPO4RPE		
Dragon	OAF "EAPTB3OO U3APO YD3 UNAM3"		
Library	XP3AT ERRP YDPR4 3BJEJNRL3ECA		

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	3	4	/	'	"	2
A	N	I	H	D	Y	U	J	G	C	V	P	M	L	S	R	X	O	6	K	F	8	9	B	T	5	E	W	Q	Z	"	2

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Warranty

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DRAGONWORLD™

Loading on COMMODORE 64™

Note: This game uses one disk drive.

1. Arrange your computer with one disk drive and a monitor or television. Do not connect a printer.

2. Turn on the disk drive and the computer. Make certain that the SHIFT LOCK key is up.

3. Insert game Disk A into the disk drive and enter:
   LOAD "DISK", 8

4. When the computer responds with READY, enter:
   RUN

5. The program will load. After the title screen appears, a demonstration will load automatically. Type G if you wish to move immediately to the start of the game.

Loading on the COMMODORE 128™

1. Turn on the disk drive and the monitor or television.

2. Depress the COMMODORE KEY (lower left) on the keyboard and turn on the computer.

3. The screen will display the words "*****COMMODORE 64*****"

4. Insert the game disk into the drive and follow the instructions above beginning with the LOAD command.

Additional Instructions

Selecting The Means of Undertaking The Quest
Enter JOYSTICK if you wish to use one during your quest. You may enter KEYBOARD or JOYSTICK at any point to change from one means to another.

(over)

I-C6-DGW 1.0

The Command "ACTION"

This command should be used to practice any of the three action games that will be encountered during DRAGONWORLD (see below). The consequences of your practice will not affect the quest.

Use the following keys for keyboard controls:

⟵ = up control = right

1 = down 2 = left

Press the **space bar** to fire shots when using keyboard controls and the target button when using the joystick.

Enter **ACTION** *for these action games:*

Bogs and Bats—Shoot all the bats and coldrakes, whether large or small ones, that attack in the swamp. Beware that the coldrakes will shoot fireballs at the quester, while the bats will simply swoop from above and hit. But don't shoot the single coldrake at the end: it will carry one to safety.

Maze of Madness—Successfully traverse the labyrinth of pitfalls and corridors. Avoid falling over cliffs, or the maze game must be started again. The ladders slant in one of two different directions; either group of ladders might disappear at any moment, causing the quester to fall and lose the way.

Dragonstones—A popular diversion in Simbala, it is played to win money: talmas may be collected by choosing stones of the right color. To gamble, first pay fifteen talmas, or obtain credit for that amount from the proprietor. At each level of play (there are four), there will be two colors of stones, one the winning color and the other the losing color. If you choose the winning color, and successfully catch just those stones, you will win talmas. If you successfully catch only the stones of the losing color, a consolation will be offered—if you can catch the stone of the small dragon flying across the screen, you will be able to take home several more talmas than you began with.

Press the **spacebar** or the **joystick button** in the maze of madness or dragonstones to stop the action game and return you to your place in the quest.

Please Note: You will automatically be returned to the quest after playing any of these games.